

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2	340/692 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040801"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:03
L2	4	340/691.1 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040801"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:03
L3	3	367/135 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040801"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:06
L5	2	725/64 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040801"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:07
L6	3	725/64 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:07
L7	9	704/264 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:09
L8	95	704/275 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:09
L9	0	704/275 and confere\$ and (omni omnidirection\$2 "360" near degree) near3 (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:42
L10	3	704/275 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:12

L11	0	455/3.05 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:12
L12	0	455/3.06 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:15
L13	21	455/3.05 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:12
L14	24	455/3.06 and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:12
L15	2	455/3.06 and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:14
L16	0	455/3.05 and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:14
L17	288	"348"/\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:15
L18	13	"348"/14.01 and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:15

L19	91	"348"/\$ and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:15
L20	9	"348"/14.01 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:28
L21	2	"348"/14.02 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:28
L22	1	"348"/14.04 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:28
L23	5	"348"/14.09 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 10:11
L24	2	"348"/14.16 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:28
L25	4	"348"/143 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:31

L26	2	"348"/149 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:33
L27	6	"348"/169 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:33
L28	2	"348"/154 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:34
L29	2	"348"/155 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:36
L30	0	"348"/208.14 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:36
L31	0	"348"/208.16 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:36
L32	7	"700"/\$ and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:42

L33	0	"700"/59 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:36
L34	206	confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:42
L35	1	confere\$ and (omni omnidirection\$2 "360" near degree) near3 (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 09:43
L36	12	"348"/14.08 and confere\$ and (field view) near4 (video image camera) and (video image camera) with (audi\$3 sound microphone) and (@ad<"20000720" @rlad<"20000720") and @pd>"20040331"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/11/19 10:11


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Terms used

conference or **conferee** and **omni** or **omnidirectional** or **'360'** and **field** and **view** and **video** or **image** or **camera**

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1 [Viewing meeting captured by an omni-directional camera](#)

Yong Rui, Anoop Gupta, J. J. Cadiz

March 2001

Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(611.81 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

One vision of future technology is the ability to easily and inexpensively capture any group meeting for people to view anytime and anywhere on the network. One barrier to achieving this vision has that can capture important aspects of the meeting without needing a human camera operator. A p omni-directional cameras that can capture a 360-degree video of the ...

Keywords: omni-directional camera systems, on-demand meeting watching

2 [Session 10: meeting support: Distributed meetings: a meeting capture and broadcasting sys](#)

Ross Cutler, Yong Rui, Anoop Gupta, JJ Cadiz, Ivan Tashev, Li-wei He, Alex Colburn, Zhengyou Zhan

 December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(509.26 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

The common meeting is an integral part of everyday life for most workgroups. However, due to tr often not able to attend all the meetings they need to. Teleconferencing and recording of meeting: describe a system that provides these features, as well as a user study evaluation of the system. novel 360° camera, a whiteboard camera, an overview camera, and a mi ...

Keywords: 360 degree video, meeting capture, meeting indexing, microphone array, teleconferen

3 [Session 10: meeting support: Portable meeting recorder](#)

Dar-Shyang Lee, Berna Erol, Jamey Graham, Jonathan J. Hull, Norihiko Murata

 December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(824.52 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)


The design and implementation of a portable meeting recorder is presented. Composed of an omn audio capture, the system saves a view of all the activity in a meeting and the directions from whi computes metadata that includes video activity analysis of the compressed data stream and audio occurred during the meeting. Automatic calculation of the room in which the meeting occur ...

Keywords: MPEG-2 compressed domain analysis, appliance, audio processing, meeting recorder,

4 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Full text available:  pdf(5.73 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

5 Paper session #3: Estimating focus of attention based on gaze and sound

Rainer Stiefelhagen, Jie Yang, Alex Waibel

November 2001 **Proceedings of the 2001 workshop on Percetive user interfaces**

Full text available:  pdf(357.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Estimating a person's focus of attention is useful for various human-computer interaction applicati
user's goals and intent have to be monitored. In work presented here, we are interested in modeli
We have developed a system capable of estimating participants' focus of attention from multiple c
simultaneously track participants' faces around a meeting table and use neu ...

Keywords: focus of attention, gaze tracking, intelligent environments, meeting analysis

6 Multipoint audio and video control for packet-based multimedia conferencing

F. Gong

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(979.60 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

With the advent of broadband integrated services data network (B-ISDN) technologies such as Asy
packet-based multimedia (e.g., live audio and video, animation, and text) conferencing is becomir
proximity, which enables us to overcome the physical separation in space and time and to interact
engineering endeavors. To bring about the reality of virtual proximity, many technical iss ...

7 Immersion in the world: First steps towards mutually-immersive mobile telepresence

Norman P. Jouppe

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperativ**

Full text available:  pdf(1.56 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

Mutually-Immersive Mobile Telepresence uses a teleoperated robotic surrogate to visit remote loca
goal is to recreate to the greatest extent possible, both for the user and the people at the remote
business interactions of the user actually being in the remote location. The system includes multi-
mobile platform as well as haptic feedback. This paper describes our ...

Keywords: audio conferencing, haptics, human visual perception, multi-channel audio, multi-user
user interface hardware, video conferencing

8 Technical session 12: intriguing applications: BiReality: mutually-immersive telepresence

Norman P. Jouppe, Subu Iyer, Stan Thomas, April Slayden

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available:  pdf(1.80 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [ind](#)

BiReality (a.k.a. Mutually-Immersive Telepresence) uses a teleoperated robotic surrogate to provi
to-face interactions. Our goal is to recreate to the greatest extent practical, both for the user and
experience relevant for face-to-face interactions of the user actually being in the remote location.
immersive audio and visual experience for both the user and rem ...


Keywords: audio conferencing, computer-supported collaborative work, robotics, spatial audio, v

communication

9 The affordances of media spaces for collaboration

William W. Gaver

December 1992 **Proceedings of the 1992 ACM conference on Computer-supported cooperati**

Full text available:  [pdf\(995.31 KB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

Keywords: affordance, ecological approaches, mediaspaces, video

10 Paper session #2: Audio-video array source separation for perceptual user interfaces

Kevin Wilson, Neal Checka, David Demirdjian, Trevor Darrell

November 2001 **Proceedings of the 2001 workshop on Percetive user interfaces**


Full text available:  [pdf\(625.84 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

Steerable microphone arrays provide a flexible infrastructure for audio source separation. In order user interfaces, there must be a mechanism in place for steering the focus of the array to the sou perform poorly in the presence of multiple sound sources or strong reverberation. Video-only tech require that the audio and video subsystems be accurately calibra ...

11 17th International Conference on Software Engineering: Window on the World


July 1995 **ACM SIGSOFT Software Engineering Notes**, Volume 20 Issue 3

Full text available:  [pdf\(2.84 MB\)](#) Additional Information: [full citation](#)

12 Exploiting Video: FlyAbout: spatially indexed panoramic video

Don Kimber, Jonathan Foote, Surapong Lertsithichai

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Full text available:  [pdf\(15.75 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


We describe a system called FlyAbout which uses spatially indexed panoramic video for virtual rea by moving a 360@deg camera along continuous paths. Users can interactively replay the video wi choose a particular direction. Spatially indexed video gives the ability to travel along paths or roac intersection points, users can chose which path to follow as well ...

Keywords: interactive video, panoramic video, spatial databases, video maps, virtual reality

13 Linking public spaces: technical and social issues

Gavin Jancke, Gina Danielle Venolia, Jonathan Grudin, J. J. Cadiz, Anoop Gupta

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing syste**

Full text available:  [pdf\(467.59 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Three public spaces frequency used by members of a single organization who are distributed across by constantly-running video and audio connections. We discuss the design of the system, including audio-video connectivity, ways to increase possibilities for interaction while addressing privacy cor the community. We report on responses to the system and lessio ...


Keywords: informal communication, privacy, videoconferencing

14 The multi-Media workstation

D. Phillips, P. Vais, S. Perlman, K. Lantz, M. Picco

July 1989

ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings,

Full text available:  [pdf\(2.91 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Good afternoon, ladies and gentlemen. Thank you very much for taking time out from the parties SIGGRAPH. As you know, the panel that we're going to be holding this afternoon is entitled the Mu introductory remarks, I am required to make some administrative remarks.



The first thing is to remind you that the proceedings of all of the panels are being audio taped this

15 Steerable interactive television: virtual reality technology changes user interfaces of viewers

Ronald Pose

January 2001

Australian Computer Science Communications , Proceedings of the 2nd Ausl
Volume 23 Issue 5

Full text available:  [pdf\(919.44 KB\)](#)  [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Television has traditionally been a passive medium from the viewer's perspective. The viewer sits and absorbs what is presented. On the other hand immersive virtual reality systems engage the user as a participant rather than just as an observer. This paper looks at applying virtual reality display Pipeline, to the familiar technology of television. In so doing it ...

16 Object-focused interaction in collaborative virtual environments

Jon Hindmarsh, Mike Fraser, Christian Heath, Steve Benford, Chris Greenhalgh

December 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 4

Full text available:  [pdf\(981.30 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

This paper explores and evaluates the support for object-focused interaction provided by a desktop experimental "design" task was conducted, and video recordings of the participants' activities facilitated, and through, the virtual world. Observations include: problems due to "fragmented" views of participants compensating with spoken accounts ...

Keywords: CSCW, embodiment, objects, shared spaces, social interaction, user interface design,

17 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis

November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence**

Full text available:  [pdf\(378.71 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [ind](#)


We present the architecture, technology and experimental applications of a real-time, multi-site, Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live performance where the participants - subsets of musicians, the conductor and the audience - are in different physical locations connected by fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, re

18 Handling audio and video streams in a distributed environment

Alan Jones, Andrew Hopper

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM principles**, Volume 27 Issue 5

Full text available:  [pdf\(1.27 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)

Handling audio and video in a digital environment requires timely delivery of data. This paper describes the Pandora networked multi-media system. They attempt to give the user the best possible servi

conditions. Pandora uses a sub-system to handle the multi-media peripherals. It uses transputers ; time critical functions. Stream implementation is based on self-contained segmen ...

19 GestureMan: a mobile robot that embodies a remote instructor's actions

Hideaki Kuzuoka, Shinya Oyama, Keiichi Yamazaki, Kenji Suzuki, Mamoru Mitsuishi

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperativ**

Full text available:  pdf(333.00 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citi](#)


When designing systems that support remote instruction on physical tasks, one must consider four conditions: 1) they must be able to use non-verbal expressions, 2) they must be able to take an appropriate body arrangement to : be able to monitor operators and objects, 4) they must be able to organize the arrangement of bo sequentially and interactively. GestureMan was developed to satisfy these f ...

Keywords: CSCW, embodiment, mobile robot, remote instruction, video mediated communication

20 Recognition and reasoning in an awareness support system for generation of storyboard-like

Datong Chen, Hans-Werner Gellersen

November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting**

Full text available:  pdf(2.24 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [ind](#)

Awareness support system are based on formal and specific context information such as location, information such as a view into a remote office. We propose a new approach based on fusion of the this approach we distinguish white box context, used by the awareness system for reasoning, and interpreted by humans. Our approach uses a variety of perception techniques to obtain w ...

Keywords: awareness support systems, collaboration awareness, context recognition, context-av

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conference or **conferee** and **omni** or **omnidirectional** or **'360'** and **field** and **view** and **video** or **image** or **camera**

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- 1 [Session 10: meeting support: Distributed meetings: a meeting capture and broadcasting sys](#)
 Ross Cutler, Yong Rui, Anoop Gupta, JJ Cadiz, Ivan Tashev, Li-wei He, Alex Colburn, Zhengyou Zhan
 December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(509.26 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#)

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Keywords: 360 degree video, meeting capture, meeting indexing, microphone array, teleconferen

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Keywords: omni-directional camera systems, on-demand meeting watching

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 Tim Leehane
 September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**


Full text available: pdf(5.73 MB)

 Additional Information: [full citation](#), [references](#), [index term](#)

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Full text available:  [pdf\(625.84 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Steerable microphone arrays provide a flexible infrastructure for audio source separation. In order interfaces, there must be a mechanism in place for steering the focus of the array to the sound so poorly in the presence of multiple sound sources or strong reverberation. Video-only techniques ca audio and video subsystems be accurately calibra ...

6 Paper session #3: Estimating focus of attention based on gaze and sound

Rainer Stiefelhagen, Jie Yang, Alex Waibel

November 2001 **Proceedings of the 2001 workshop on Percetive user interfaces**

Full text available:  [pdf\(357.39 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Estimating a person's focus of attention is useful for various human-computer interaction applicati and intent have to be monitored. In work presented here, we are interested in modeling focus of a system capable of estimating participants' focus of attention from multiple cues. We employ an on participants' faces around a meeting table and use neu ...

Keywords: focus of attention, gaze tracking, intelligent environments, meeting analysis

7 Multipoint audio and video control for packet-based multimedia conferencing

F. Gong

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  [pdf\(979.60 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

With the advent of broadband integrated services data network (B-ISDN) technologies such as Asy based multimedia (e.g., live audio and video, animation, and text) conferencing is becoming a vial us to overcome the physical separation in space and time and to interact more effectively in our s reality of virtual proximity, many technical iss ...

8 Linking public spaces: technical and social issues

Gavin Jancke, Gina Danielle Venolia, Jonathan Grudin, J. J. Cadiz, Anoop Gupta

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing syst**

Full text available:  [pdf\(467.59 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Three public spaces frequency used by members of a single organization who are distributed across constantly-running video and audio connections. We discuss the design of the system, including is connectivity, ways to increase possibilities for interaction while addressing privacy concerns, and t report on responses to the system and lessio ...



Keywords: informal communication, privacy, videoconferencing

9 Steerable interactive television: virtual reality technology changes user interfaces of viewers

Ronald Pose

January 2001

Australian Computer Science Communications , Proceedings of the 2nd Aus
Issue 5

Full text available:  pdf(919.44 KB)  Publisher Site

Additional Information: [full citation](#), [abstract](#), [references](#)

Television has traditionally been a passive medium from the viewer's perspective. The viewer sits what is presented. On the other hand immersive virtual reality systems engage the user and bring rather than just as an observer. This paper looks at applying virtual reality display technology, the technology of television. In so doing it ...

10 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis

November 2003

Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresen

Full text available:  pdf(378.71 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

We present the architecture, technology and experimental applications of a real-time, multi-site, in Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live participants - subsets of musicians, the conductor and the audience - are in different physical local multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, rei

11 Video Applications: Building an intelligent camera management system

Yong Rui, Liwei He, Anoop Gupta, Qiong Liu

October 2001

Proceedings of the ninth ACM international conference on Multimedia

Full text available:  pdf(830.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Given rapid improvements in storage devices, network infrastructure and streaming-media technology are recording lectures and making them available online for anytime, anywhere access. However, intensive and expensive. Fortunately, recent technology advances are making it feasible to build a lectures. In this paper we report our design of such a sys ...


Keywords: automated camera management, lecturer tracking, sound source localization, virtual r

12 Immersion in the world: First steps towards mutually-immersive mobile telepresence

Norman P. Jouppi

November 2002

Proceedings of the 2002 ACM conference on Computer supported cooperati

Full text available:  pdf(1.56 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Mutually-Immersive Mobile Telepresence uses a teleoperated robotic surrogate to visit remote local recreate to the greatest extent possible, both for the user and the people at the remote location, t of the user actually being in the remote location. The system includes multi-channel bidirectional v feedback. This paper describes our ...

Keywords: audio conferencing, haptics, human visual perception, multi-channel audio, multi-user interface hardware, video conferencing

13 Audio-visual tracking for natural interactivity

Gopal Pingali, Gamze Tunali, Ingrid Carlbom

October 1999

Proceedings of the seventh ACM international conference on Multimedia (P

Full text available:  pdf(1.73 MB)


Additional Information: [full citation](#), [abstract](#), [references](#)

The goal in user interfaces is natural interactivity unencumbered by sensor and display technology using inverse modeling techniques from computer vision, speech recognition, and acoustics can re system for audio-visual tracking, showing that such a system is more robust, more accurate, more single modality for tracking. We also dem ...

14 Recognition section: Motion analysis of Omni-Directional video streams for a mobile sentry

Tarak Gandhi, Mohan M. Trivedi

November 2003 **First ACM SIGMM international workshop on Video surveillance**

Full text available:  [pdf\(1.04 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

A mobile platform mounted with Omni-Directional Vision Sensor (ODVS) can be used to monitor la independently moving persons and vehicles. To avoid false alarms due to extraneous features, the be compensated. This paper describes a formulation of parametric ego-motion compensation for a surroundings but undergo considerable image distortion. To account for ...

Keywords: dynamic vision, intruder detection, mobile robots, motion detection, optical flow, panc

15 The affordances of media spaces for collaboration

William W. Gaver

December 1992 **Proceedings of the 1992 ACM conference on Computer-supported cooperati**

Full text available:  [pdf\(995.31 KB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

Keywords: affordance, ecological approaches, mediaspaces, video

16 Technical session 12: intriguing applications: BiReality: mutually-immersive telepresence

Norman P. Jouppi, Subu Iyer, Stan Thomas, April Slayden

October 2004 **Proceedings of the 12th annual ACM international conference on Multimed**

Full text available:  [pdf\(1.80 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)


BiReality (a.k.a. Mutually-Immersive Telepresence) uses a teleoperated robotic surrogate to provid interactions. Our goal is to recreate to the greatest extent practical, both for the user and the peo relevant for face-to-face interactions of the user actually being in the remote location. Our system visual experience for both the user and rem ...

Keywords: audio conferencing, computer-supported collaborative work, robotics, spatial audio, v

17 Session IX - coordination and decision making: Computer-based systems for cooperative wo problems in development

Kenneth L. Kraemer, John Leslie King

December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperat**

Full text available:  [pdf\(1.85 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#)

Application of computer and information technology to cooperative work and group decisionmaking; communications, computer-based information service provision, and computer-based decision sup kinds of systems that have been configured to meet the needs of groups at work, evaluates the st the experience with them, assesses barriers to their furth ...

18 Session 10: meeting support: FlySPEC: a multi-user video camera system with hybrid huma

Qiong Liu, Don Kimber, Jonathan Foote, Lynn Wilcox, John Boreczky

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  [pdf\(311.32 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

FlySPEC is a video camera system designed for real-time remote operation. A hybrid design combines a camera with the wide field of view always available from a panoramic camera. The control system controls a virtual camera. The control system seamlessly integrates manual and fully automatic control. The system can also be ...

Keywords: collaborative and automatic camera control, distance learning, gesture based camera conferencing, video production, webcams

19 Automating camera management for lecture room environments

Qiong Liu, Yong Rui, Anoop Gupta, J. J. Cadiz

March 2001

Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available:  [pdf\(676.89 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Given rapid improvements in network infrastructure and streaming-media technologies, a large number of lectures and making them available online for anytime, anywhere access. However, producing high quality lectures is expensive. Fortunately, recent technology advances are making it feasible to build automated camera management systems. In this paper we report on our design, implementation and testing ...

Keywords: automated camera management, sound source localization, speaker tracking, video production

20 17th International Conference on Software Engineering: Window on the World

July 1995 **ACM SIGSOFT Software Engineering Notes**, Volume 20 Issue 3

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Belcher, E.O.; Lynn, D.C.; Dinh, H.Q.; Laughlin, T.J.;

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3 Radar-acoustic measurement of temperature using a volume-imaging UHF wind profiler
Dekker, F.J.L.; Jie Li; Frasier, S.J.;

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13 Three-dimensional ultrasonic sensing of underwater animals

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